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| **Title of Project:** | Puzzle Game VR |
| **Student name:** | Benjamin Ell-Jones |
| **Supervisor name:** | Benedict Gaster |

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| **Date** | **Meeting Notes** | **Actions** |
| 14/oct/2021 | Meeting cancelled | N/A |
| 21/oct/2021 | Discussed Project Idea | Start basic prototype |
| 28/oct/2021 | Demonstrated prototype, discussed further development ideas | Start website score system prototype, test to see if quest 2 works with Socket Scripting |
| 03/oct/2021 | Meeting Cancelled | N/A |
| 11/Nov/2021 | Talked about literature review:  Each chapter should have an intro, what it contains  Game engines  VR  Web tech, frontend and backend  Why using Django rather than flask  Oculus integrations vs XR  Rest api Django has these capabilities | Add things discussed to literature review |
| 18/11/2021 | Discussed requirements, Reviewed requirements already written | Add more requirements as I only have 20 |
| 25/11/2021 | Improve lit review | Get more refs |
| 2/12/2021 | Improve lit review | Find stuff on google glass/Xbox connect |
| 9/12/2021 | Improve lit review | Find stuff on ready player 1 etc |
| 16/12/2021 |  |  |
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**You are free to follow your own way of keeping notes. Ideally you should keep the date of the meetings, what was discussed and the way you addressed, or will address it.**